

JoyStick

- + otherdata
- + nr_of_axes
- + nr_of_buttons
- + nr_of_hats
- + hat_margin
- + player
- + axis_inverse
- + axis_axis
- + joy_axis
- + digital_hat
- and 13 more...

- + JoyStick()
- + GetJoyStick()
- + isAvailable()
- + is_around()
- + NumButtons()
- + JoyStick()